

# FIG. 1

## Subtitle PES Packet Structure

```
PTS
Number_of_Text_objects
Number_of_BMP_objects
Text_presence_flag
BMP_presence_flag
Page_composition_segment ()
Global_pallette
Global_transparency_array
Region_composition_segment ()
    num_of_objects
    for (i=0; i<num_of_objects; i++){
        object_id
        object_horizontal_position
        object_vertical_position
    }
}

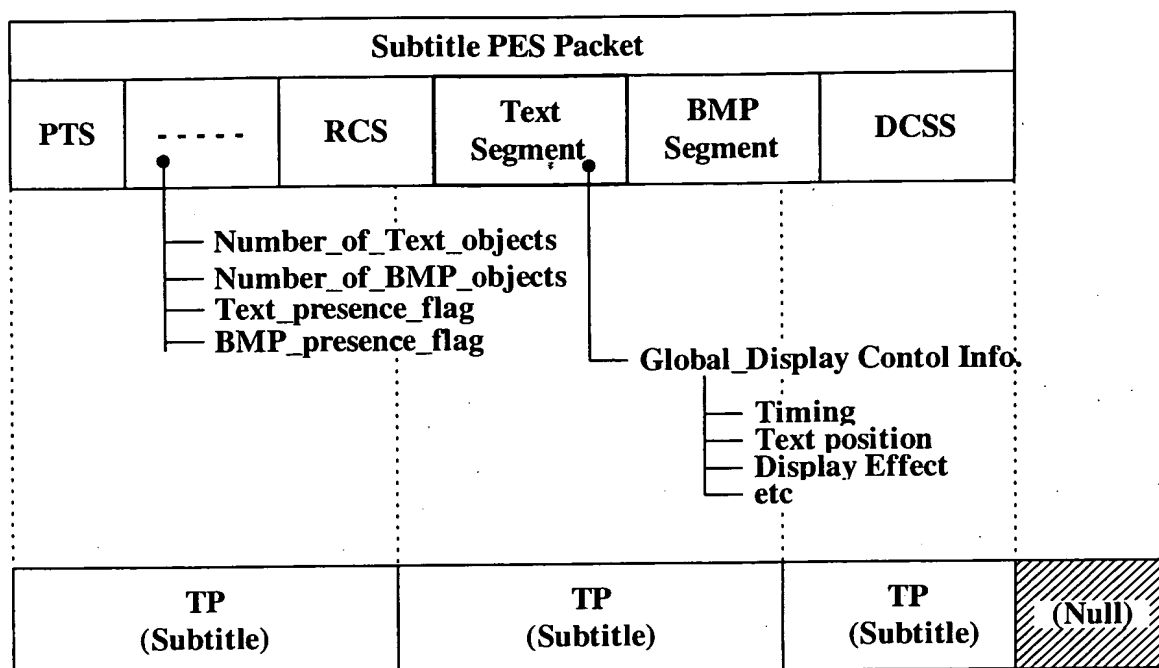
Text_segment (){
    for (i=0; i<num_of_TEXT_objects; i++){
        object_id
        num_of_charactor_codes
        for (j=0; j<num_of_charactor_codes; j++){
            charactor_code
        }
    }
}

BMP_segment (){
    for (i=0; i<num_of_BMP_objects; i++){
        object_id
        BMP
    }
}

Display_control_sequences_segment (){
    for (i=0; i<num_of_display_sequences; i++){
        Display_sequence (){
            object_id
            Cut_in_time & Cut_out_time_of_the_dislay_control_sequence
            MNG_chunck_like_information
        }
    }
}
```

# FIG. 2

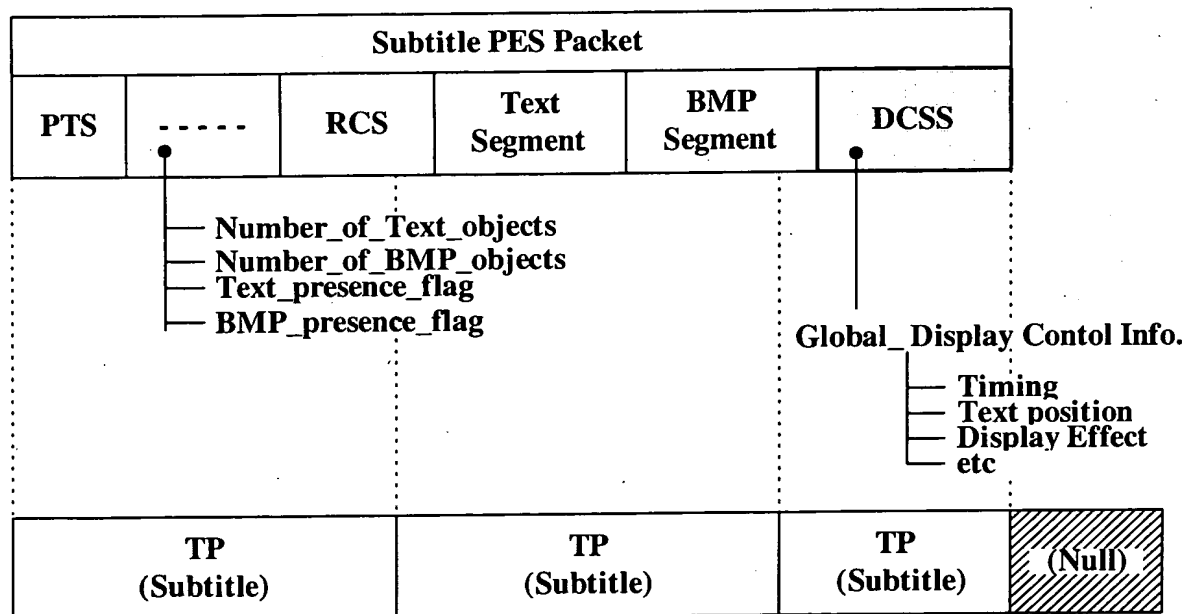
*Packetized Elementary Stream*



*Transport Stream*

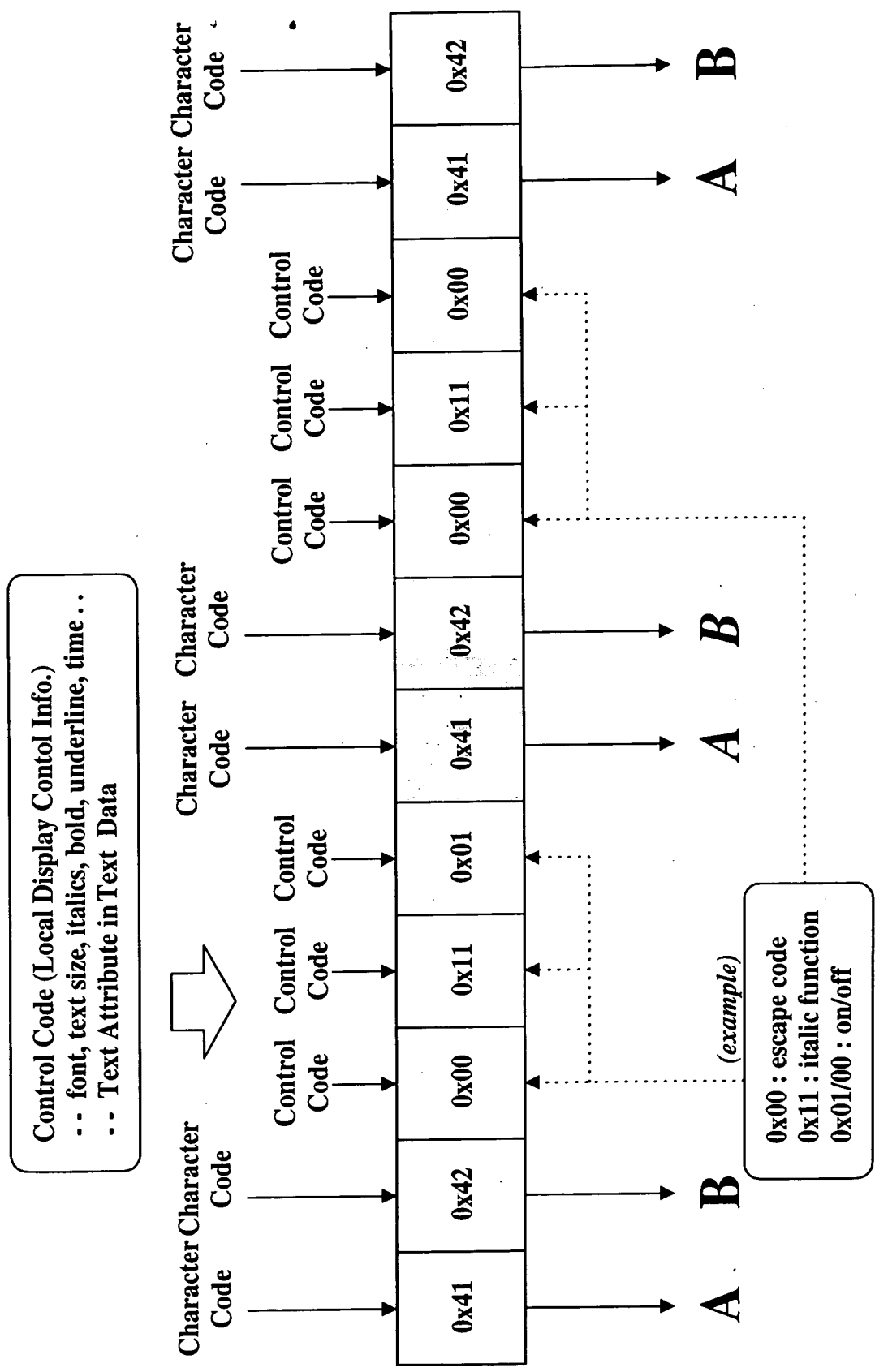
# FIG. 3

*Packetized Elementary Stream*

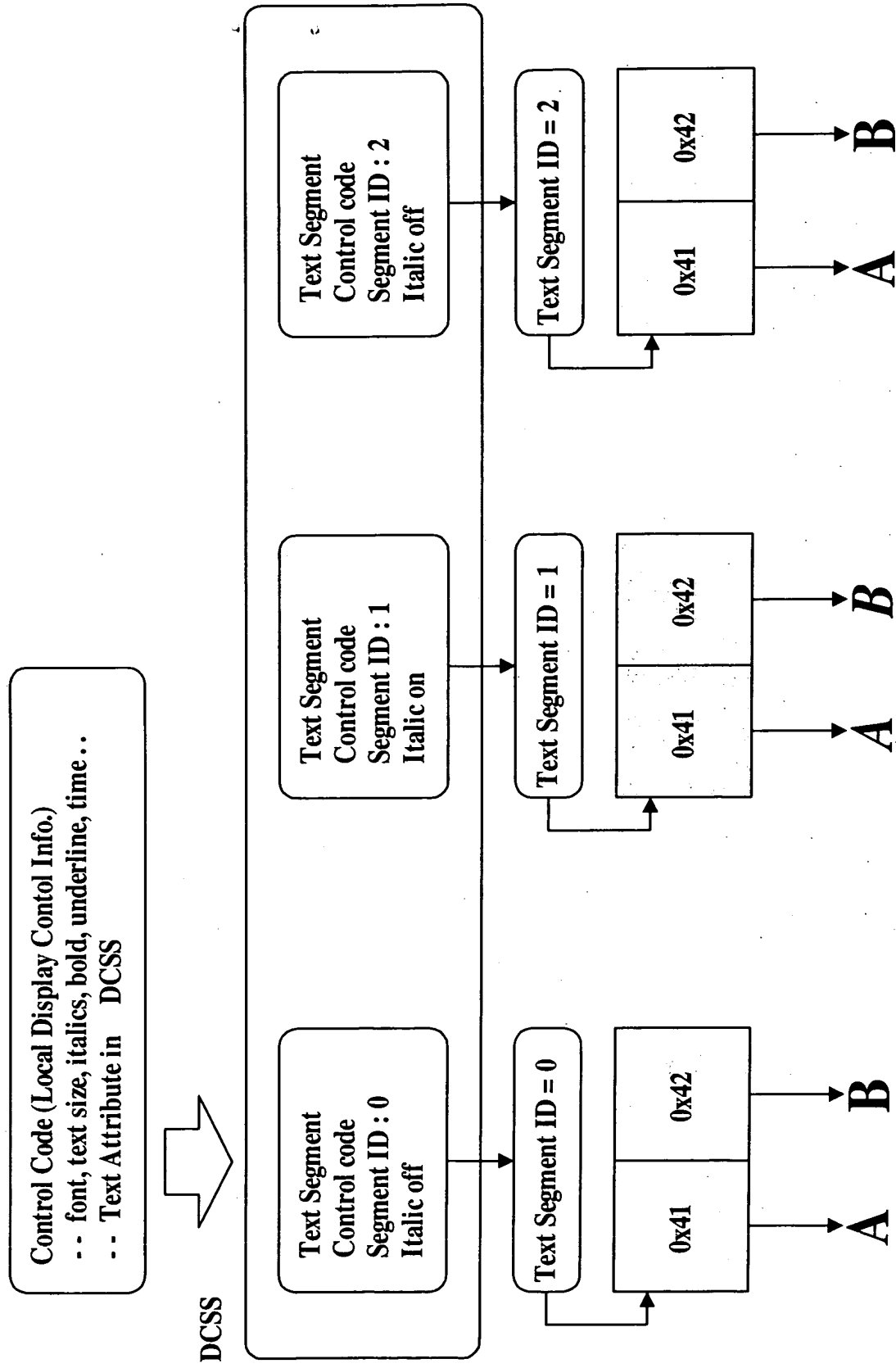


*Transport Stream*

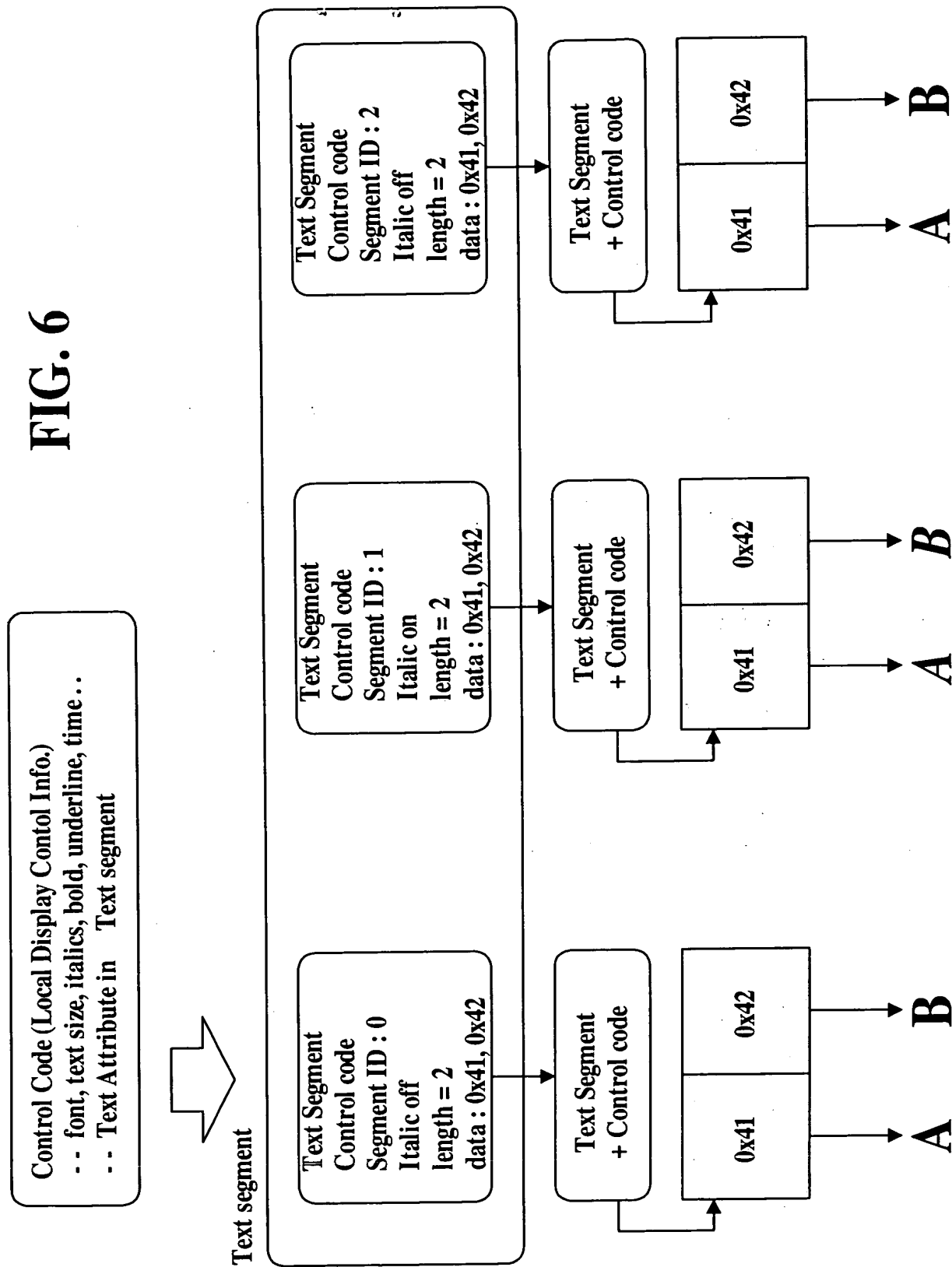
# FIG. 4



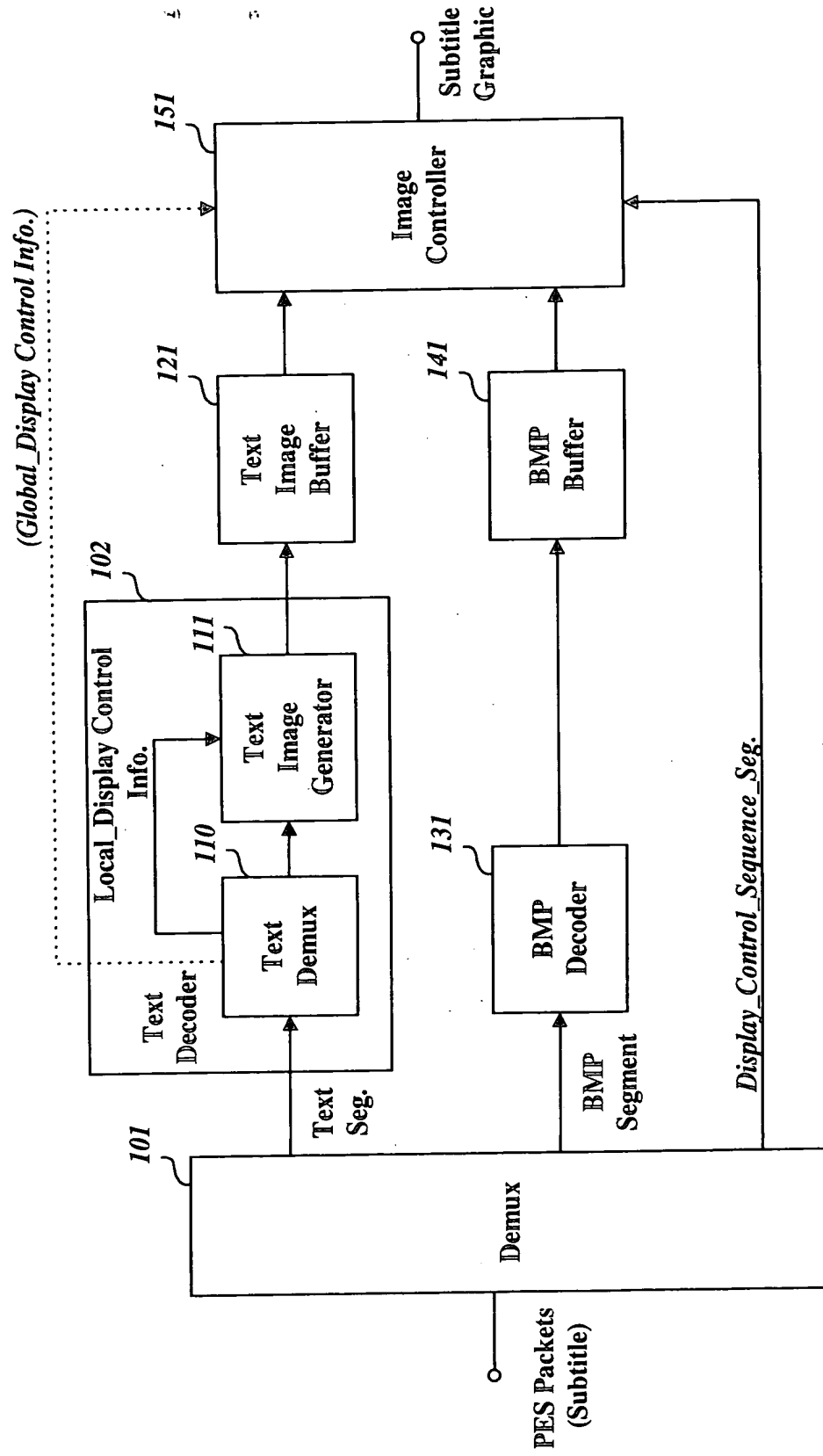
# FIG. 5



# FIG. 6



**FIG. 7**



**FIG. 8**

